

In Death: Unchained

Review Guide

About the Game

In Death: Unchained brings the rogue-lite experience screaming onto the Oculus Quest. Grab your longbow and rain down arrows against the forsaken souls, angelic creatures and demons that have taken over the afterlife as you battle through the procedurally generated levels of Paradise Lost, Purgatory and Abyss.

Features:

- Rogue-lite action in VR without the hassle of cables or confined play spaces
- Accuracy and tactical positioning focused gameplay. Outsmart and outplay the enemy through clever positioning and being precise with your shots and defenses
- Procedurally generated levels that adapt to the player's skill level and progress as they play
- Full use of VR capabilities. Locomotion, aiming, shooting, dodging incoming fire, using the environment for cover etc
- Multiple enemy types and distinct worlds
- Progression through death as each run earns you special abilities or modifiers that carry over to the start of your next game

Player's Objective

Try to get the best score you can! Remember: you will die - a lot. But that's ok. Death is only the beginning.

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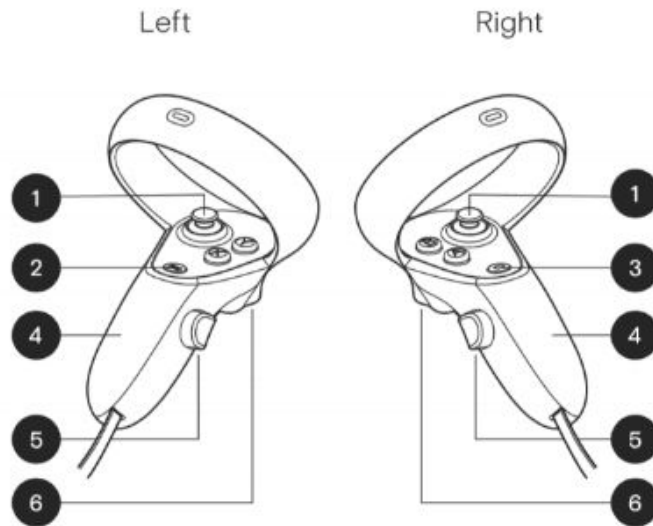
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In Game Controls



- 1. Thumbsticks
- 2. Menu button
- 3. Oculus button
- 4. Battery covers
- 5. Grip buttons
- 6. Triggers

Action	Left-handed player	Right-handed player
Teleporting arrow	X/Y buttons (bow), A/B button to charge and left trigger to shoot (crossbow)	A/B button (bow), X/Y button to charge and right trigger to shoot(crossbow)
Shooting	Left trigger (bow), Right trigger to charge and left trigger to shoot (crossbow)	Right trigger (bow), Left trigger to charge and right trigger to shoot (crossbow)
Snap rotation	Both thumbsticks	Both thumbsticks
Switch arrows	A/B button (bow), X/Y	X/Y buttons (bow), A/B

	button (crossbow)	button (crossbow)
Shield	Right grip	Left grip
Dodging shard	Left grip	Right grip
In-game menu	Menu button	Menu button
Oculus dashboard	Oculus button	Oculus button
Familiar show stats	Move free hand so palm will be facing upwards	Move free hand so palm will be facing upwards
Pick up items (pick ups)	Move free hand so palm is facing pick up item than press and hold trigger button on the same hand	Move free hand so palm is facing pick up item than press and hold trigger button on the same hand

You can change the inputs depending on your dominating hand in the in-game menu.

VR Movement

Since this is a VR game, remember to use your body to dodge enemies and move through levels. (Especially on the Quest as you don't have an annoying cable). But note, the main way to move in this game is by using teleport arrows.

Familiar

The Player's best friend in their adventure through *In Death: Unchained* is the little, glowy ghost named the Familiar. It accompanies the player right from the start of the game. The Familiar's tasks are: collecting gold from fallen enemies, showing the player their score whenever they want, and unlocked achievements through runs and gold. Players only need to turn their free hand with their palm facing upwards to call the Familiar to show them their stats.

Combat

Players can kill enemies with two different weapons: Bow or Crossbow. The Bow is the standard weapon that the player get from the start. The damage dealt by arrows when using the bow mostly depends on how far the player stretches the bow string before releasing it (of course there are some exceptions). The crossbow however is unlocked after the player kills 101 enemies. The crossbow allows the player to shoot arrows more rapidly with less effort and each shot has a set max damage. Players can switch weapons at weapon shrines that are in the Sanctuary and at the start of each level.

All arrows that players can either find or buy can be used by both the crossbow and the bow. Each arrow has different effects starting from the basic arrow that deals only basic damage right through to the “Wrath Of God” arrows that deal ray damage to nearby enemies. A full list of arrows and their abilities is found in the index section

To avoid enemy attacks, it is recommended that players use either their shield or shard to dodge enemy attacks. Shields can also be used to push enemies.

The important part related to combat is exploration. While exploring the maps, the player can find pickups (that also have a chance to appear after defeating enemies). A pickup can be a special arrow, ammo, armor, or a potion that heals the player. To pick up ‘pickups’, the player needs to direct their palm towards it and press the trigger button.

Tips and Tricks

- Players can teleport onto most of the roofs and towers in the game - surprise enemies from strategic locations
- Turn your free hand so your palm is facing upward - the Familiar will show you your score, gold and unlocked achievements during that run.
- Remember, this is VR - use your own body to dodge enemy attacks
- When in need, go and find towers with portals to reliquary. Go shopping for special arrows and upgrade yourself
- You can see your best score on the Leaderboards.
- When switching arrows, time around you slows down - use it to your advantage

- Don't be afraid to explore - you can find powerful items around the map.
- Challenge optional maps called Pits - they are challenging but also highly rewarding in terms of score or powerful items.
- Push exploding heads with your shield towards a horde of enemies.
- Take on the boss fights whenever you choose. You can explore the map fully to go in more prepared and equipped at the potential cost to your HP, or you can rush through the level and face the Boss with Base Arrows only - you decide.

Levels

In Death:Unchained lets the player explore three different levels, based on Purgatory, Paradise Lost and Abyss. The player starts the game in Purgatory, then enters Paradise Lost and after that enters The Abyss. After finishing one full loop the player enters Purgatory II that is new regenerated purgatory with harder enemies to beat. The loop continues so on with Paradise Lost II, Abyss II, Purgatory III, ... The higher the number of the loop the harder enemies will get to beat them.

When a player reach a certain level of in-game progress / achievements they will open portals that let them enter Paradise Lost or The Abyss first and therefore skip certain worlds in their first iteration.

Portals for skipping chapters are located in the Sanctuary and on them are the written requirements to unlock them.

- To unlock Paradise Lost, the player needs to get achievement for defeating the Purgatory boss and reach 20% game progress.
- To unlock Abyss, a player needs to reach 40% game progress.

There are also mini levels called pits. They are completely optional and provide players with new challenges at a greater risk of dying, but with the rewards of more pickups to boost themselves with and higher scores. Pits are unlocked by certain achievements, except one which appears in The Abyss from the start. There are three different pits for Purgatory and two for The Abyss.

Pit Name	Level where spawns	Unlocking Achievement
Pit of	Purgatory	Patron Of The Reliquary (Buy an

Reformation		item from a Reliquary)
Pit of Perdition	Purgatory	Escape Pit of Reformation (Emerge back from Pit of Reformation)
Pit of Immolation	Purgatory	Escape Pit of Perdition (Emerge back from Pit of Perdition)
Pit of Agony	Abyss	-
Pit of Despair	Abyss	Escape Pit of Agony (Emerge back from Pit of Agony)

Leaderboards

Here you can see the strongest players of *In Death:Unchained*. while also comparing your highest score so far among the list of all players or list of friends. The Leaderboard is located in The Sanctuary

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List of Arrows:

Name	Unlock Achievement	How it works
Teleport Arrow	-	Teleports the player its location
Base Arrow	-	Deals basic damage to enemies
Hail of Arrows	Temple Raider IV (Slay 579 Temple Knights)	Fires three consecutive Base Arrows one after the other
Volley III	Bear witness to faith (Score 66 666 points)	Fires three Base Arrows in one shot
Volley V	Burn The Witch V (Execute 609 Banshees)	Fires five Base Arrows in one shot

Wrath of God	Kill Asmodeus (Defeat Asmodeus)	An arrow that deals area of effect damage to all enemies that are close to it
Cataclysm	Storm the Abbey I (Slaughter 21 Monks/Archers)	Fires arrow that sticks to enemies and explodes few seconds later
Cataclysm III	Storm the Abbey V (Slaughter 3101 Monks/Archers)	Fires three Cataclysm Arrows in one shot
Cataclysm V	Clear Sky V (Murder 3666 Cupids)	Fires five Cataclysm Arrows in one shot
Ricocheting Cataclysm	Temple Raider II (Slay 39 Temple Knights)	An arrow that bounces off walls or floors before exploding
Wildfire	-	An arrow that sets enemies on fire and applies damage over time
Wildfire V	Clear Sky IV (Murder 966 Cupids)	Launches five Wildfire Arrows in one shot
Hellfire	Lay Them To Rest V (Exterminate 3666 Abominations)	Launches three consecutive Wildfire Arrows one after another
Barrage of Needles	-	An arrow that works like a shotgun - shell splitting into small parts dealing area of effect damage in a small radius
Ricocheting Needles	Lay Them To Rest III (Exterminate 266 Abominations)	An arrow that works like a shotgun - shell splitting to small parts dealing area of effect damage and with small projectiles that bounce off walls within a short radius

Barrage of Needles II	Devocate The Tormented IV (Banish 561 Ghosts)	Fires two consecutive Barrage of Needles Arrows one after another
Shrapnel Blast	Temple Raider V (Slay 2309 Temple Knights)	An arrow that shatters after it hits an enemy and explodes, dealing additional area of effect damage within a short radius
Winter's Bite	-	An arrow that freezes some opponents for 10 seconds. It doesn't affect Gabriel, Anakim, Asmodeus, Ghosts or Incubi. It works for a really short time on Orphans.
Winter's Bite III	Clear Sky II (Murder 66 Cupids)	Fires three Winter's Bite arrows in one shot that freezes each opponent for 10 seconds. Freeze effect does not stack on one enemy.
Incursion	Devocate The Tormented III (Banish 181 Ghosts)	Creates a mine trap which explodes as soon as an enemy steps on it <ul style="list-style-type: none"> - Explodes only when the enemy enters its range - If enemy does not enter range it disappears after 30 seconds
Hand of God	Devocate The Tormented V (Banish 1701 Ghosts)	An arrow that creates an area in which time is slowed down for enemies.
Ball of Lightning	Temple Raider III (Slay 149 Temple Knights)	An arrow which creates an electric ball that electrocutes enemies close to it.

Ball of Lightning III	Clear Sky III (Murder 266 Cupids)	Fires three Ball of Lightning Arrows in one shot.
Tempest	Vanquish the Nephelim (Defeat Anakim The Abominable)	Long range arrow that has no drop.
Pestilence	Fire & Ice (Kill a frozen enemy with fire)	Creates a poison cloud which deals damage over time to all enemies in range.
Curse of God	Burn The Witch IV (Execute 159 Banshees)	Creates a cursed cloud which deals damage over time.
Unholy Wind	Devocate The Tormented I (Banish 21 Ghosts)	An arrow which can push enemies in a desired direction or destroy incoming enemy projectiles <ul style="list-style-type: none"> - Deals no damage - Works on short distance - Pushes enemies off the ledges
Divine Sight	Bonk! (Knock a Cupid out of the sky using your shield)	An arrow that tracks to the nearest enemy, dealing damage.
Cupid's wrath	Abolish The Incubi I (Kill 2 Incubi)	An arrow that tracks to the nearest enemy and explodes on impact.
Azure Fury	Burn The Witch I (Execute 9 Banshees)	Damages the enemy along with three other enemies closest to the initial target. The player can unlock an achievement to increase the number of enemies damaged to six.

Holy Light	Crucify The Fallen (Defeat Gabriel The Fallen)	An arrow that creates a holy area, increasing your damage done to enemies when inside it
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List of Pick Ups:




Name	Unlock Achievement	How it works
Titan	Burn The Witch II (Execute 29 Banshees)	Health capacity +1
Holy Armor	The Reckoning (Die 66 times)	Shields you from one point of damage
Blood of the Lamb	-	Heal +1
Quiver	Lay Them To Rest I (Exterminate 16 Abominations)	Restocks ammo for one arrow type

Reliquary

Each level has one Reliquary that players can enter by using special Reliquary portals that are spawned between islands on the level. In the reliquary, the player can buy pick ups. The pick ups that are being sold in Reliquary are randomized.

List of Enemies

With *In Death:Unchained* players won't get bored with fighting the same hordes of enemies. Each level presents different sets of enemies with different attacks, skins, and mechanics. The game will also get harder each time a player dies - it's due to an achievement mechanic that adds new types of enemies to the world. Each enemy is inspired by medieval dark fantasy worlds and have their own strategy on how to make the player's life difficult. The enemies will attack players from range and in melee combat. Some will try to distance themselves from the player, while the rest will try to get closer to them. Some enemies are also not ashamed to kill themselves or use dirty tactics like teleporting to higher vantage points just to get the player's health down.

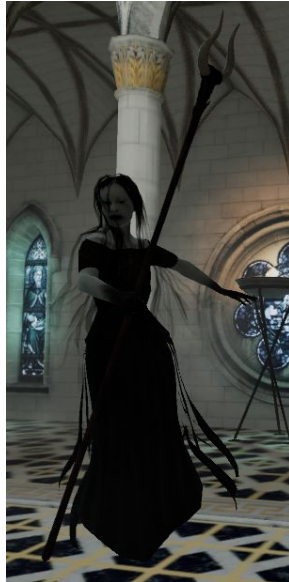
Name	Image	Description
Abomination	 A screenshot from a video game showing two Abomination enemies in a dark, gothic-style interior. The enemies are dark, hunched figures with a pale, almost white, skin. They are standing in a dimly lit room with high, arched ceilings and a torch on the wall.	<p>The easiest enemy. Usually killed by one accurate shot. Only has a melee attack. They are stronger in hordes.</p>
Archers	 A screenshot from a video game showing two Archer enemies in a snowy environment. The enemies are wearing brown, hooded robes and are holding bows. They are standing on a snow-covered ground next to a large, stone structure.	<p>Enemy that uses a ranged attack plus a teleporting ability. Will try to get away when the player is near them.</p>
Knights	 A screenshot from a video game showing a Knight enemy in a gothic interior. The Knight is wearing a white tunic with a red cross on the chest and a large, round shield with a red cross. He is standing on a checkered floor in front of a large, stone structure.	<p>Strong enemy that will charge towards the player, but will also throw an axe when the player gets further away.</p>

Cupids


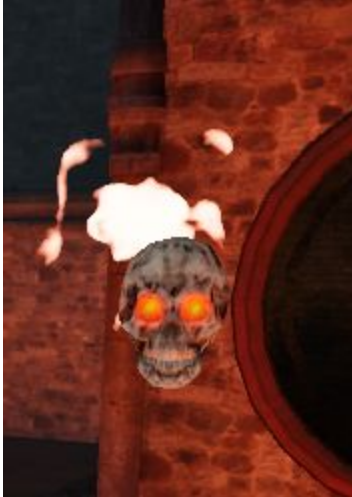






Sneaky enemies that are hard to see and intentionally try to attack when out of sight

Banshees





Magic users that will launch missiles that track towards the player


<p>Ghost</p>		<p>When first meeting this enemy it looks invincible but an accurate shot of a basic arrow straight to its heart should do the trick. Will chase players till the end of time.</p>
<p>Exploding Heads</p>		<p>Suicidal enemy that will charge towards the player and explode on impact. Players should try to deflect them with shields to use as an environmental weapon.</p>
<p>Skeleton</p>		<p>Undead enemy that players can meet only on more challenging maps. They teleport and may spawn again as an Abomination after death.</p>

<p>Incubus</p>		<p>Strong flying demons that will not hesitate to barbeque players with their fire projectiles.</p>
<p>Orphan</p>		<p>Unfortunate poor souls that will run away from the player. Will often drop valuable loot when killed.</p>
<p>Totem</p>		<p>Will keep spawning a small army of Abominations until destroyed</p>

List of Bosses

At the end of each level there is a special enemy - a boss that players need to defeat to progress. Each boss has different mechanics. After defeating the boss, the player is rewarded with pick ups to strengthen themselves for the next level.

Name	Image	Description
Anakim the Abominable		Strong Anakim that will try to get up close and personal with the player to hurt them. Players may even get hurt by just being near him - so best to fight from range.
Gabriel the Fallen		Fallen angel with fiery temper. Has a flaming sword, summons fireballs and explosions. This battle gets feisty really quickly.

<p>Asmodeus the Destroyer</p>		<p>The strongest opponent in the whole game. No arrow can hurt his body unless aimed towards his weak points.</p>
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List Achievements

Each time a player dies they see icons of achievements that unlocked during the run. Each achievement unlocks something for them: be it a new enemy type, a new type of special arrow, etc.

Achievement	Requirements	Reward
RIP	Die	You have died! Upon death, you can discover new achievement unlocks and how they affect your progress.
Patron Of The Reliquary	Buy an item from a Reliquary	Opens Pits of Reformation
Bone Collector I	Deal 10,000 damage in one afterlife / run	When you take damage, the next arrow you fire deals 100% bonus damage
Bone Collector II	Deal 100,000 damage in one afterlife / run	When you take damage, the next arrow you fire deals 200% bonus damage
Bone Collector III	Deal 1,000,000 damage in one afterlife / run	When you take damage, the next arrow you fire deals 300% bonus damage
Harbinger of Pain	Score 26 headshots in one afterlife / run	Increases headshot bonus damage by 40%
Harbinger of	Score 56 headshots in	Increases headshot bonus damage by

Misery	one afterlife / run	80%
Harbinger of Sorrow	Score 126 headshots in one afterlife / run	Increases headshot bonus damage by 120%
Harbinger of Torture	Score 266 headshots in one afterlife / run	Increases headshot bonus damage by 160%
Harbinger of Anguish	Score 666 headshots in one afterlife / run	Increases headshot bonus damage by 200%
Picking Up The Pieces I	Loot 6,000 gold pieces in one afterlife / run	Earn 5 bonus gold whenever you make a headshot
Picking Up The Pieces II	Loot 12,000 gold pieces in one afterlife / run	Earn 10 bonus gold whenever you make a headshot
Picking Up The Pieces III	Loot 24,000 gold pieces in one afterlife /run	Earn 15 bonus gold whenever you make a headshot
River Of Blood I	Kill 7 enemies within a short time period	Teleport arrows deal up to 180 bonus damage to enemies based on their missing health percentage
River Of Blood II	Kill 12 enemies within a short time period	Teleport arrows deal up to 240 bonus damage to enemies based on their missing health percentage
River Of Blood III	Kill 16 enemies within a short time period	Teleport arrows deal up to 320 bonus damage to enemies based on their missing health percentage
Lay Them To Rest I	Exterminate 16 Abominations	Adds Quiver to the world
Lay Them To Rest II	Exterminate 66 Abominations	Your presence has alerted the Monks of Saint Benedict
Lay Them	Exterminate 266	Adds Ricocheting Needles to the world

To Rest III	Abominations	
Lay Them To Rest IV	Exterminate 966 Abominations	Your presence has alerted the Monks of the Carthusian Order who will now appear in later runs.
Lay Them To Rest V	Exterminate 3666 Abominations	Adds Hellfire to the world
Storm the Abbey I	Slaughter 21 Monks	Adds Cataclysm to the world
Storm the Abbey II	Slaughter 71 Monks	Unlocks an arrow slot on the bow
Storm the Abbey III	Slaughter 251 Monks	Your presence has alerted the Black Command of the Knights Templar who will now appear in later runs.
Storm the Abbey IV	Slaughter 901 Monks	Unlocks an arrow slot on the bow
Storm the Abbey V	Slaughter 3101 Monks	Adds Cataclysm III to the world
Temple Raider I	Slay 9 Temple Knights	Your presence has alerted the Knights Templar who will now appear in later runs.
Temple Raider II	Slay 39 Temple Knights	Adds Ricocheting Cataclysm to the world
Temple Raider III	Slay 149 Temple Knights	Adds Ball of Lightning to the world
Temple Raider IV	Slay 579 Temple Knights	Adds Hail of Arrows to the world
Temple Raider V	Slay 2309 Temple Knights	Adds Shrapnel Blast to the world
Devocate	Banish 21 Ghosts	Adds Unholy Wind to the world

The Tormented I		
Devocate The Tormented II	Banish 61 Ghosts	Your presence has alerted the Monks of Saint Augustine who will now appear in later runs.
Devocate The Tormented III	Banish 181 Ghosts	Adds Incursion to the world
Devocate The Tormented IV	Banish 561 Ghosts	Adds Barrage of Needles II to the world
Devocate The Tormented V	Banish 1701 Ghosts	Adds Hand of God to the world
Abolish The Incubi I	Kill 2 Incubi	Adds Cupid's Wrath to the world
Abolish The Incubi II	Kill 39 Incubi	Your presence has alerted the Cardinal Order of the Knights Templar who will now appear in later runs.
Abolish The Incubi III	Kill 149 Incubi	You gain a permanent Holy Armor
Burn The Witch I	Execute 9 Banshees	Adds Azure Fury to the world
Burn The Witch II	Execute 29 Banshees	Adds Titan to the world
Burn The Witch III	Execute 69 Banshees	Your presence has alerted the Red Order of the Knights Templar who will now

		appear in later runs.
Burn The Witch IV	Execute 159 Banshees	Adds Curse of God to the world
Burn The Witch V	Execute 609 Banshees	Adds Volley V to the world
Clear Sky I	Murder 16 Cupids	Your presence has alerted the Black Order of the Knights Templar who will now appear in later runs.
Clear Sky II	Murder 66 Cupids	Adds Winter's Bite III to the world
Clear Sky III	Murder 266 Cupids	Adds Ball of Lightning III to the world
Clear Sky IV	Murder 966 Cupids	Adds Wildfire V to the world
Clear Sky V	Murder 3666 Cupids	Adds Cataclysm V to the world
The Innocent I	Bring salvation to 3 Orphans	When you drink The Blood of the Lamb, there is a 10% chance that you get healed for 2 instead of 1
The Innocent II	Bring salvation to 23 Orphans	When you drink The Blood of the Lamb, there is a 20% chance that you get healed for 2 instead of 1
The Innocent III	Bring salvation to 103 Orphans	When you drink The Blood of the Lamb, there is a 30% chance that you get healed for 2 instead of 1
Bear witness to faith	Score 66 666 points	Adds Volley III to the world
The Reckoning	Die 66 times	Adds Holy Armor to the world
Arrow of God	Make the most unbelievably long Headshot	Increases long range bonus damage by 100%

Inconceivable!	Make a Headshot from a mile away	Increases long range bonus damage by 150%
Target Practice	Make a Headshot from far away	Increases long range bonus damage by 200%
The Unwanted I	Save 3 Orphans in one afterlife	Bonus ammo for all arrows +10%
The Unwanted II	Save 5 Orphans in one afterlife	Bonus ammo for all arrows +20%
The Unwanted III	Save 7 Orphans in one afterlife	Bonus ammo for all arrows +30%
Let them Burn	Kill 266 Burning enemies	Enemies burn duration +100%
Purging the Wicked	Kill 266 Cursed enemies	Curse damage over time deals additional damage based on 3% of enemies max health
Freezing Hell	Kill 266 Frozen enemies	Frozen damage over time deals additional damage based on 5% of enemies max health
The Great Plague	Kill 666 Poisoned enemies	Poison deals +50% damage to enemies if they are at less than half health
Armageddon	Kill 101 enemies with Wrath of God	You can hold 6 more ammo for Wrath of God
Torrent of Blood	Kill 101 enemies with Combat arrows	Unlocks Crossbow in Sanctuary
Sinful Current	Kill 666 enemies with Azure Fury	Azure Fury can travel to two additional enemies
Turn to Ashes	Kill 666 enemies with Cataclysm	Cataclysm bonus damage +25%

Death by a Thousand Needles	Kill 666 enemies with Barrage of Needles	Barrage of Needles range +50%
One Step Ahead	Kill 101 enemies with Incursion	Incursion damage +25%
Eastern Wind	Kill 666 with Tempest	Tempest deals +50% damage to enemies if they are at full health
Smite	Kill 666 enemies with Ball of Lightning	Ball of Lightning evokes 50% more lightnings
Bane	Kill a large number of enemies with a single Curse	When a cursed enemy dies, Curse of God can spread to enemies 75% further away
Eternal Rapture	Kill a large number of enemies with a single Tempest	Tempest deals 100% bonus damage to the second enemy in its path
Assassin	Kill 666 enemies who haven't noticed your presence	Gain bonus gold whenever you kill an enemy who isn't in your line of sight
Fire & Ice	Kill a frozen enemy with fire	Adds Pestilence to the world
Bonk!	Knock a Cupid out of the sky using your shield	Adds Divine Sight to the world
Escape Pit of Immolation	Emerge back from Pit of Immolation	Orphans are trapped in the Pits of Immolation, save their souls
Escape Pit of Perdition	Emerge back from Pit of Perdition	Opens Pits of Immolation
Escape Pit of	Emerge back from Pit of Reformation	Opens Pits of Perdition

Reformation		
Pit Of Immolation Trial	Complete Pit of Immolation in 7 minutes	Completing Pit of Immolation yields greater riches
Pit Of Perdition Trial	Complete Pit of Perdition in 8 minutes	Completing Pit of Perdition yields greater riches
Pit Of Reformation Trial	Complete Pit of Reformation in 9 minutes	Completing Pit of Reformation yields greater riches
Pit of Immolation Mastery	Complete Pit of Immolation without ever taking damage	You gain one health permanently
Pit of Perdition Mastery	Complete Pit of Perdition without ever taking damage	Orphans are trapped in the Pits of Perdition, save their souls
Pit of Reformation Mastery	Complete Pit of Reformation without ever taking damage	Orphans are trapped in the Pits of Reformation, save their souls
Make it Bleed	Reduce Anakim The Abominable to 70% Health	Find Blood of the Lamb whenever you enter Anakim The Abominable's Cathedral
Vanquish the Nephelim	Defeat Anakim The Abominable	Adds Tempest to the world
Ruffle His Feathers	Reduce Gabriel The Fallen to 50% health	Find Blood of the Lamb whenever you enter Gabriel The Fallen's Monastery
Crucify The Fallen	Defeat Gabriel The Fallen	Adds Holy Light to the world

Purgatory On A Budget	Complete Purgatory without spending gold	Orphans are trapped in Purgatory, save their souls
Purgatory Mastery	Defeat Anakim The Abominable without ever taking damage	You gain one health permanently
Paradise Lost On A Budget	Complete Paradise Lost without spending gold	Orphans are trapped in Paradise Lost, save their souls
Paradise Lost Mastery	Defeat Gabriel The Fallen without ever taking damage	You gain one health permanently
Purgatory Trial I	Complete Purgatory in 38 minutes	Adds more hidden treasures to Purgatory
Purgatory Trial II	Complete Purgatory in 32 minutes	Adds more hidden treasures to Purgatory
Purgatory Trial III	Complete Purgatory in 26 minutes	Adds more hidden treasures to Purgatory
Paradise Lost Trial I	Complete Paradise Lost in 33 minutes	Adds more hidden treasures to Paradise Lost
Paradise Lost Trial II	Complete Paradise Lost in 27 minutes	Adds more hidden treasures to Paradise Lost
Paradise Lost Trial III	Complete Paradise Lost in 21 minutes	Adds more hidden treasures to Paradise Lost
They will be tormented	Destroy all fiery skulls while they're in Asmodeus' hands	Find Blood of the Lamb whenever you enter the Asmodeus' Lair
Kill Asmodeus	Defeat Asmodeus	Adds Wrath of God to the world
The Abyss	Complete the Abyss	Orphans are trapped in Abyss, save their

On A Budget	without spending gold	souls
The Abyss Mastery	Defeat Asmodeus without ever taking damage	You gain one health permanently
The Abyss Trial I	Complete The Abyss in 27 minutes	Adds more hidden treasures to Abyss
The Abyss Trial II	Complete the Abyss in 21 minutes	Adds more hidden treasures to Abyss
The Abyss Trial III	Complete The Abyss in 15 minutes	Adds more hidden treasures to Abyss
Exploding Head Killer I	Blow up 36 Exploding Heads	Extends the time before the head explodes
Exploding Head Killer II	Blow up 99 Exploding Heads	Extends the time before the head explodes
Exploding Head Killer III	Blow up 223 Exploding Heads	Extends the time before the head explodes
Explosive Killer I	Blow up 10 Enemies with Exploding Heads	More gold for killing with Exploding Heads
Explosive Killer II	Blow up 33 Enemies with Exploding Heads	More gold for killing with Exploding Heads
Explosive Killer III	Blow up 99 Enemies with Exploding Heads	More gold for killing with Exploding Heads
Enlightened	Kill 266 enemies weakened by Holy Light	Holy Light duration +20%
Escape Pit of Agony	Emerge back from Pit of Agony	Opens Pit of Despair
Escape Pit	Emerge back from Pit of	Orphans are trapped in the Pit of Despair,

of Despair	Despair	save their souls
Pit of Agony Trial	Complete Pit of Agony in 4 minutes	Completing Pit of Agony yields greater riches
Pit of Despair Trial	Complete Pit of Despair in 1.5 minutes	Completing Pit of Despair yields greater riches
Pit of Agony Mastery	Complete Pit of Agony without ever taking damage	Orphans are trapped in the Pit of Agony, save their souls
Pit of Despair Mastery	Complete Pit of Despair without ever taking damage	You gain one health permanently